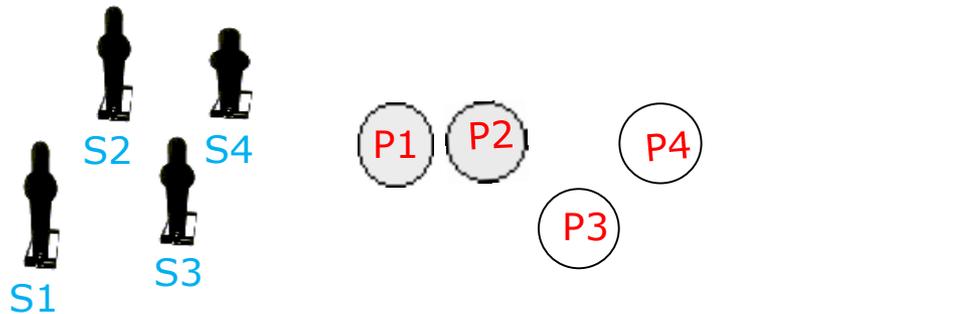


Stage 1

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle on right table, Shotgun on left table, Pistols holstered.

Shooter starts behind right table hands on table no touching rifle say, **"HI HO SILVER, AWAY!"**



ON SIGNAL:

Pick-up rifle engage R-1 and R-2 with 1 round each R-3 with 2 round R-4 with 1 round. Repeat" restart " back to R-1. R1,R2,R3,R3,R4 sweep then repeat.

MOVE: to center of room repeat pistols same as rifle. P1,P2,P3,P3,P4 sweep then repeat.

MOVE to left table engage shotgun back to front.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.

Stage 2

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle in hand in out house. Shotgun on table. Pistols Holster.

Shooter starts in out house, Signal ready by saying; **"CISCO LETS WENT!"**

ON SIGNAL:

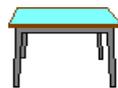
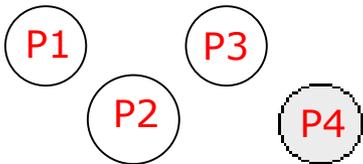
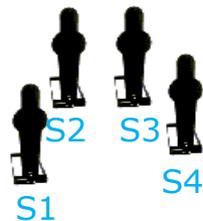
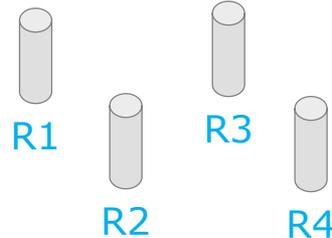
Engage rifle targets in a Lawrence Welk sweep.

Move : to cabin engage pistols same as rifle

Move to table engage shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Stage 3

10 Pistol, 10 Rifle, 2+ Shotgun

Rifle in Hands. Shotgun on table behind train . Pistols Holstered.

Shooter starts in train, Signal ready by saying **“BUTCH DID YOU USE ENOUGH DYNAMITE!”**

ON SIGNAL: Train must be released before engaging targets.

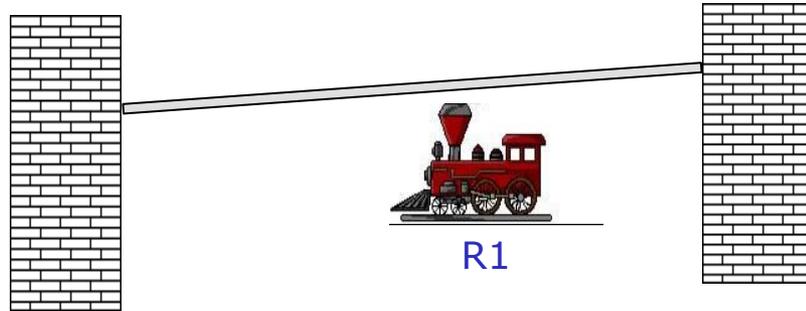
With rifle engage R1 with 10 rounds .MRS.

With shot gun engage S-1 & S-2
M.S.S

Move to water tower (do not draw pistol until you are TURNED DOWN RANGE .. under tower) then engage R-1 to R-4 with a 4-2-2-1 sweep then LAST round on train for a 5 second bonus.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.



Stage 4

10 Pistol, 10 Rifle, 3+ Shotgun

Rifle on table in Orr House, shotgun in alley, Pistols Holstered.

Shooter starts in door way of church rifle on table hands on door jam . Signal ready by saying **"WILD BILL WAIT FOR ME!"**

ON SIGNAL:

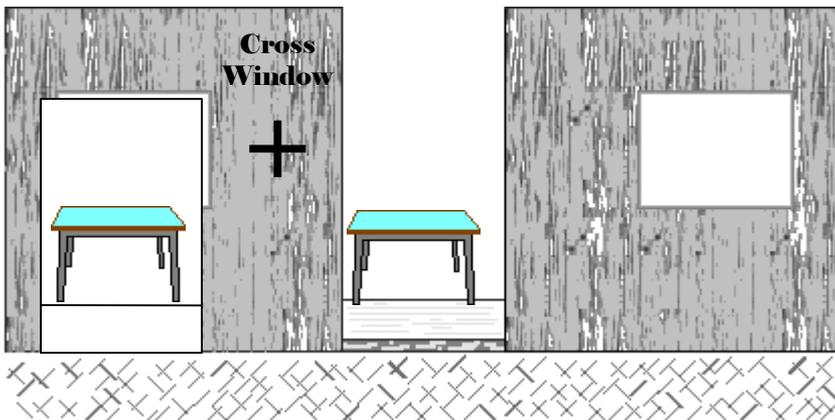
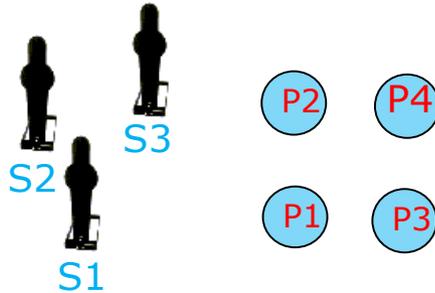
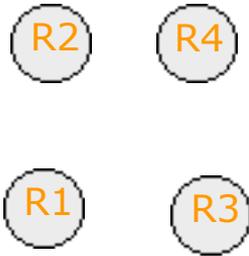
Engage rifle targets R-1 to R-4 in a 1 shot sweep in this order R-1, R-2, R-3, R-4 then start back to R-1 for 10 rounds. MRS.

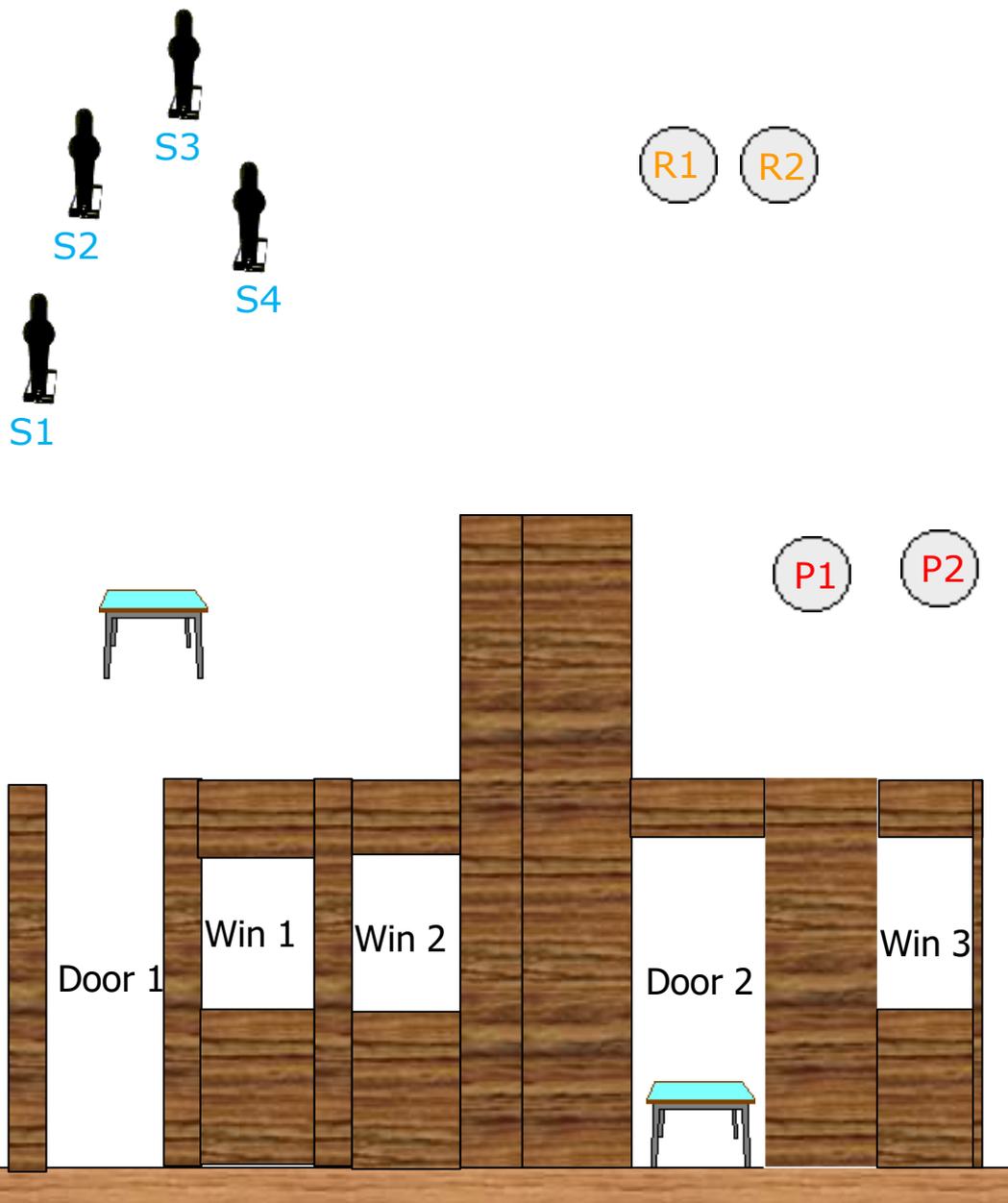
Move to Madam Orr's house engage Pistol targets same as rifle .

Move to alley engage shotgun targets any order.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.





Stage 5

10 Pistol, 10 Rifle, 4+ Shotgun

Rifle port arms door # 2, Shotgun staged on table door #1, Pistols Holstered.

Shooter starts in Door #2 when ready says **"IM A REAL HOPALONG CASSIDY!"**

ON SIGNAL With rifle engage rifle targets in a 2-3 sweep then 3-2 sweep from the left. MRS

Move to window #3 with pistols repeat same as rifle 2-3 sweep then 3-2 sweep from the left. Holster.

Move to Door #1 down range to table Engage S1 to S4 any order.

The knockdowns must fall to avoid being scored as a miss.

When done get rifle and shotgun and move to unloading table.

Stage 6

**10 Pistol, 10 Rifle plus 1 reload
any gun, 3+ Shotgun**

**Rifle & Shotgun staged on tables,
Pistols Holstered.**

Shooter starts at right table at S.A.S.S,
position , Signal ready by saying

"LOOK DOUG ITS 1776 AGAIN "

ON SIGNAL:

Draw pistol or rifle engage R/P -1 to
R/P-4 in a 1776 sweep any order.

Then Move to left table engage S-1 To
S-3 any order.

**The knockdowns must fall to avoid
being scored as a miss.**

When done get rifle and shotgun and move to
unloading table.

